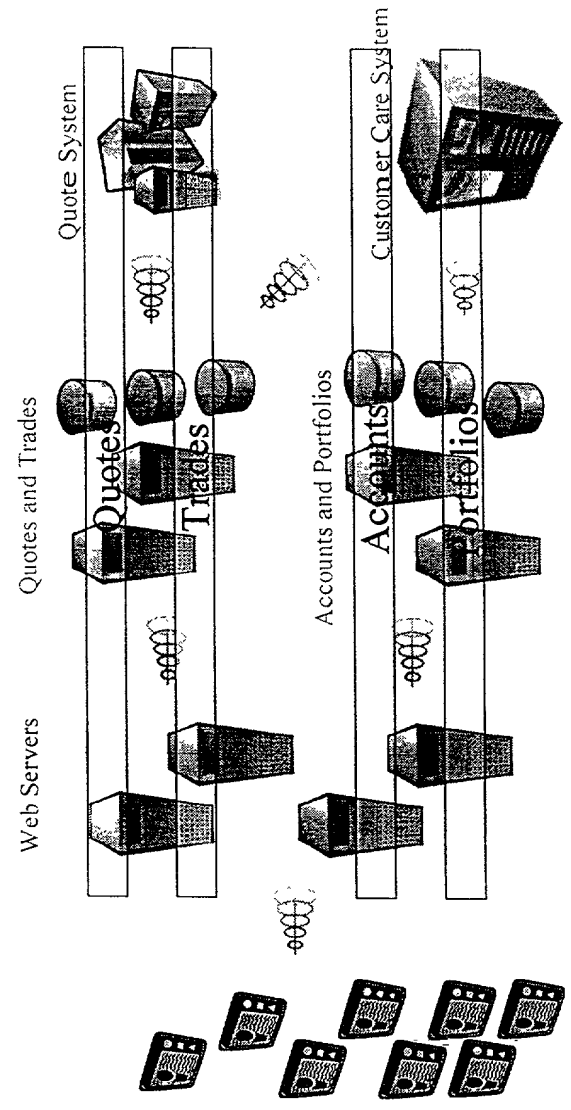


Figure 1. A diagram illustrating the architecture of a financial system, showing the flow of data between various components.

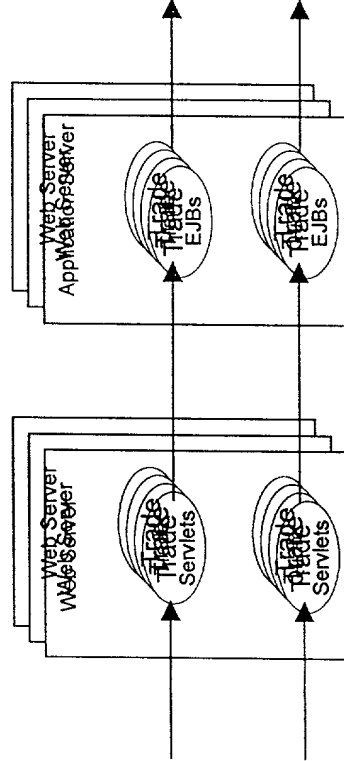
Figure 1.



Price Act

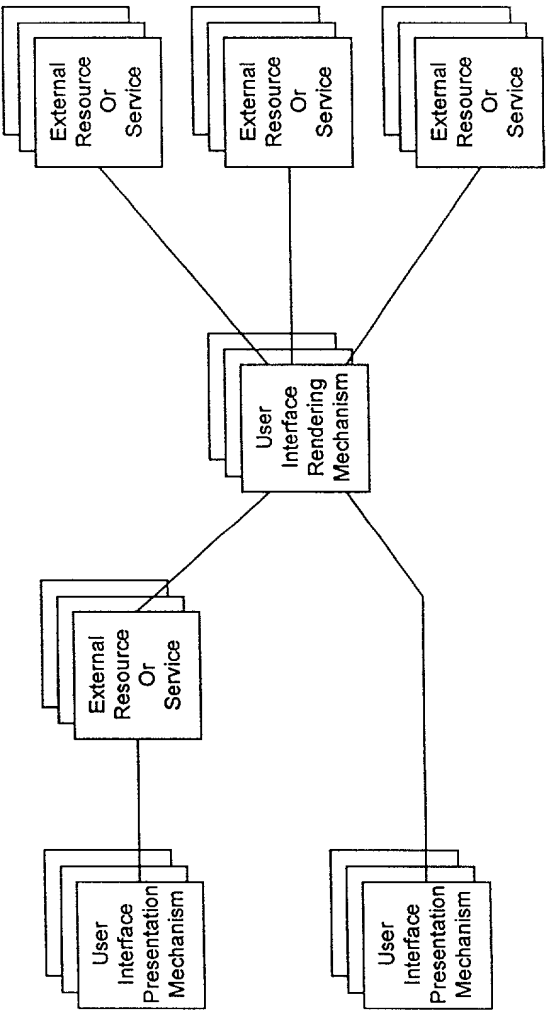
Figure 2. The diagram illustrates the architecture of a web application, showing the flow of data between the client and the server.

Figure 2.



Prion Art

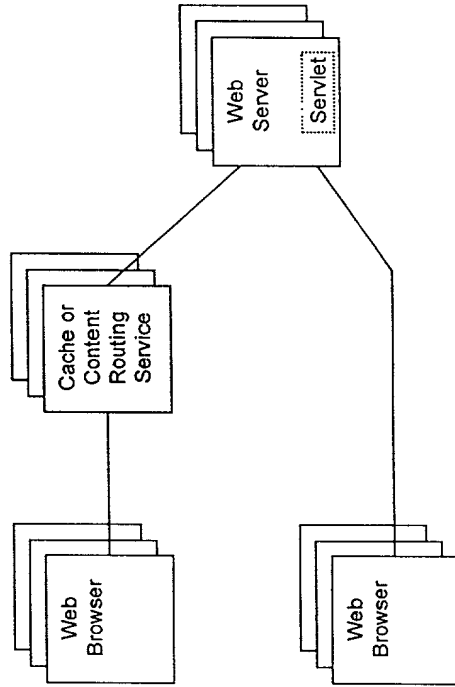
Figure 3.



Prior Art

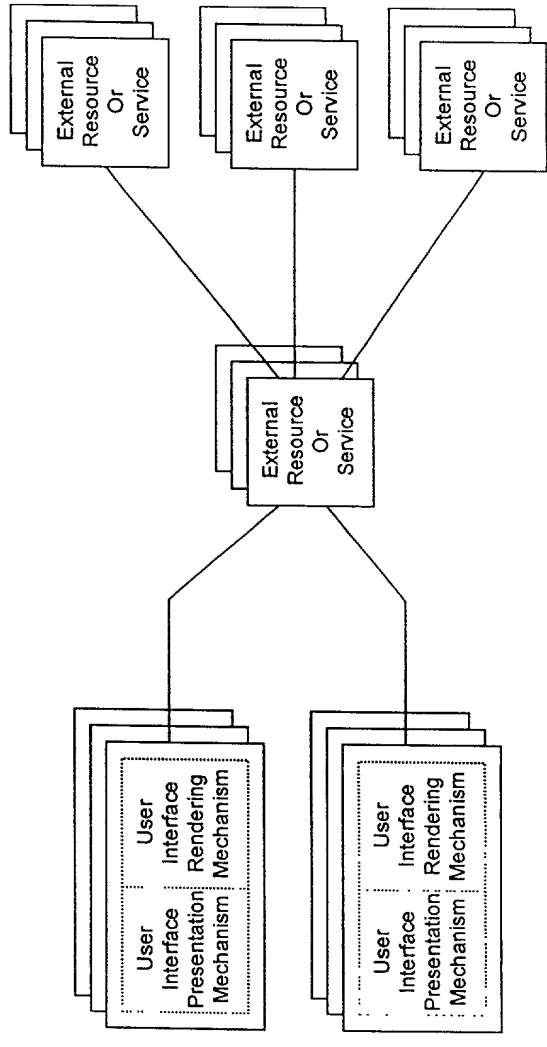
FIG. 4 is a block diagram of a system architecture.

Figure 4.



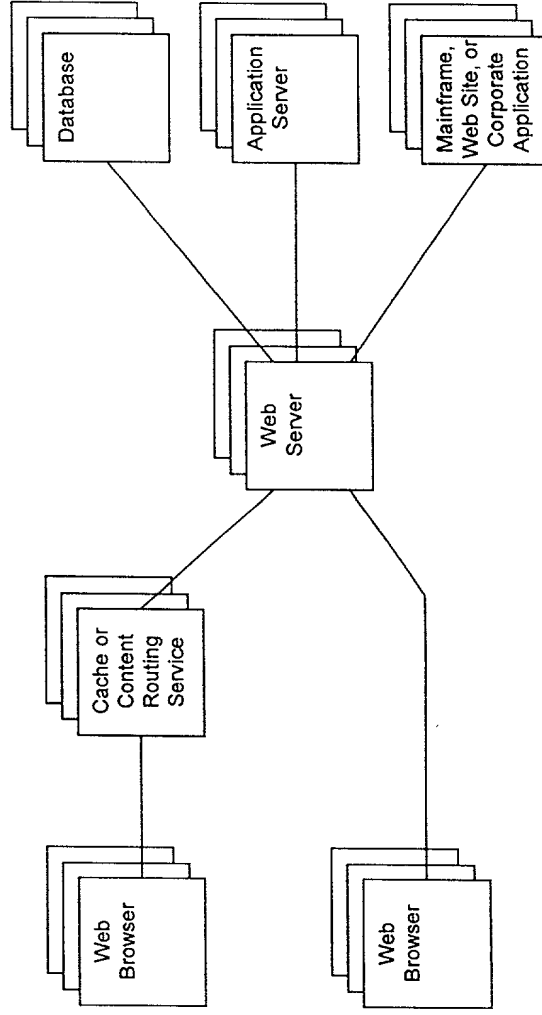
Prior Art

Figure 5.



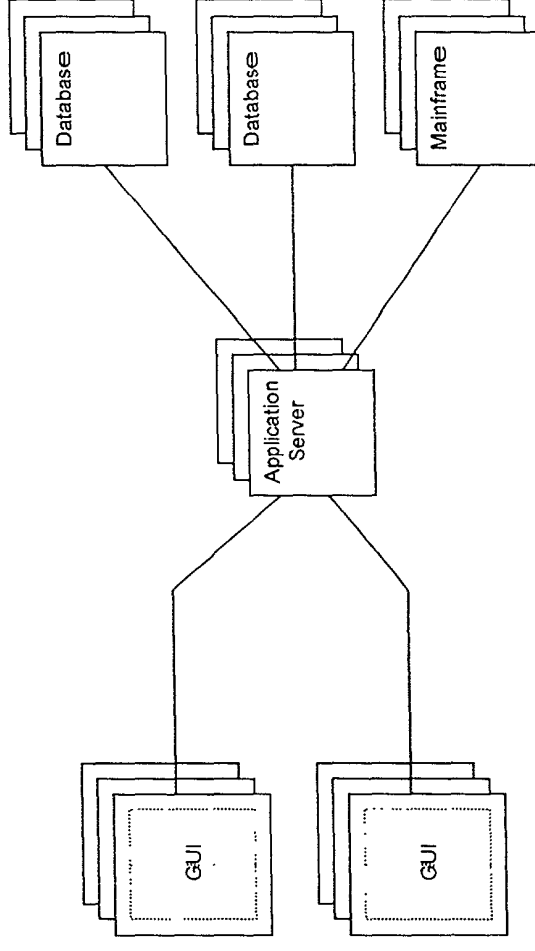
Prior Art

Figure 6.



Prior Art

Figure 7.



Prior Art

Figure 8.

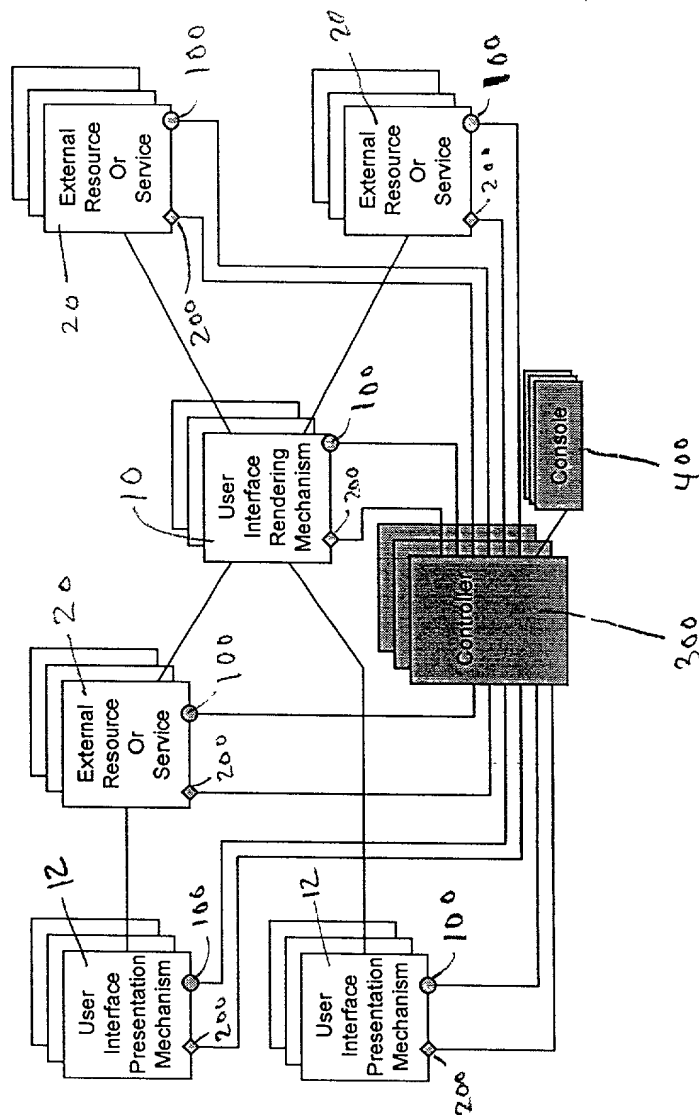


Figure 9.

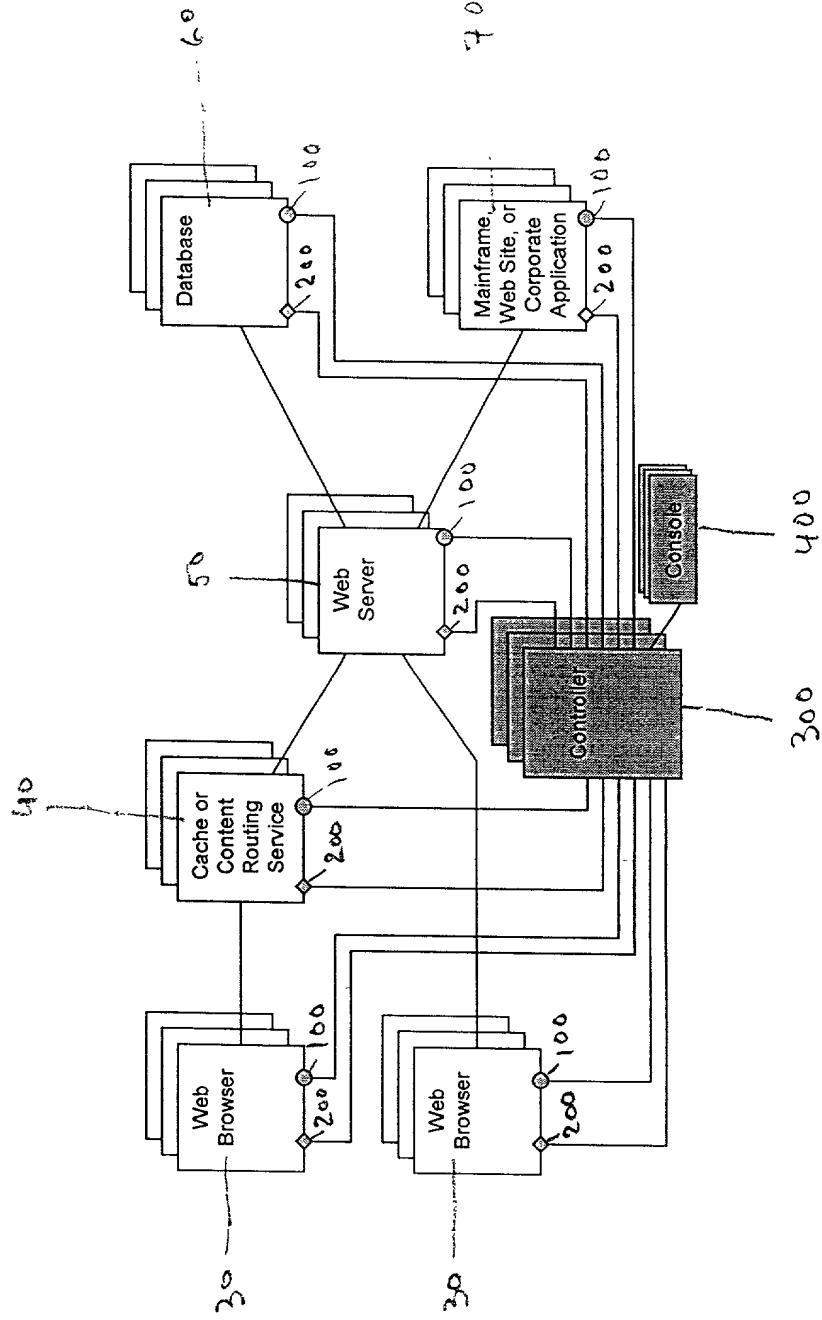


Figure 10.

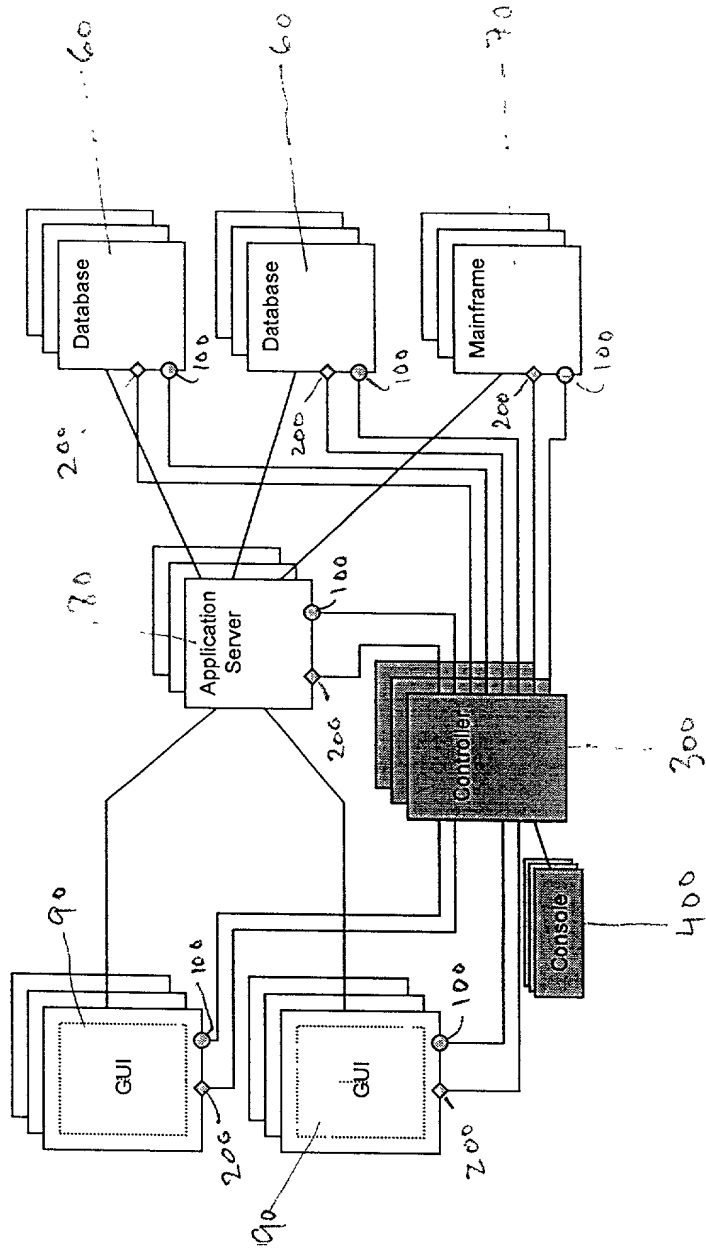


Figure 11.

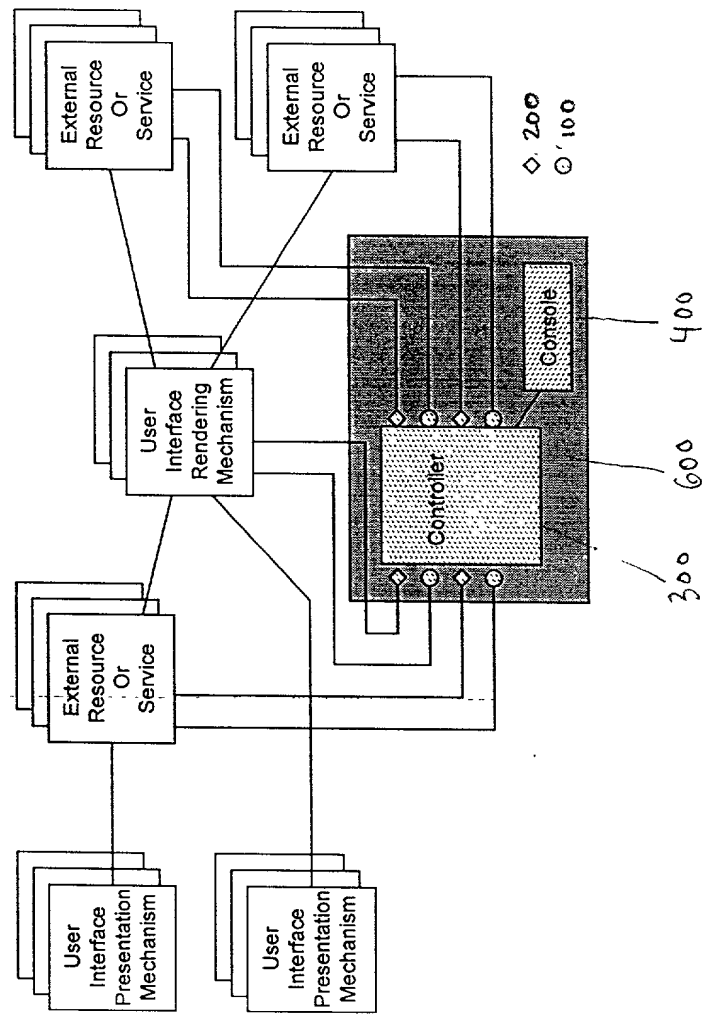


Figure 12.

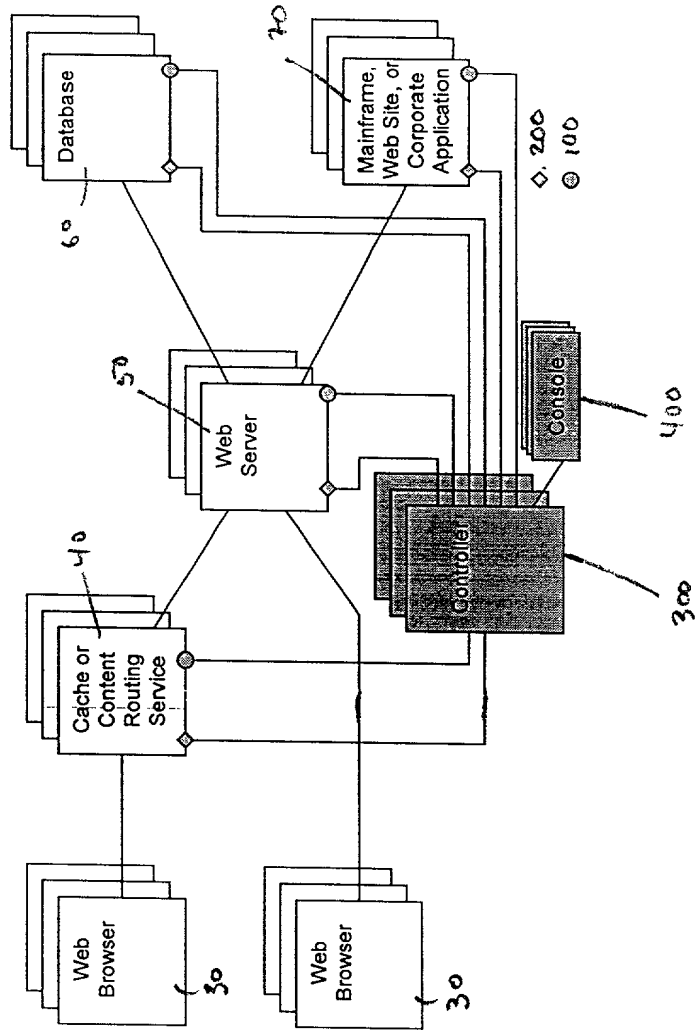


Figure 13.

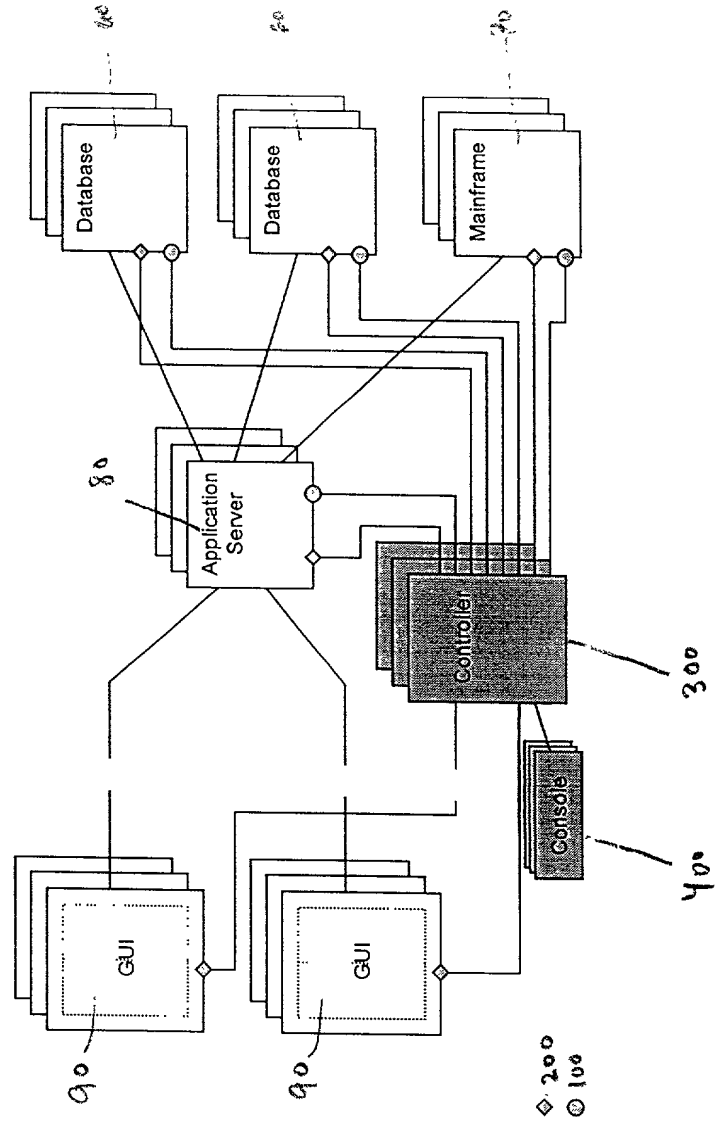


Figure 14.

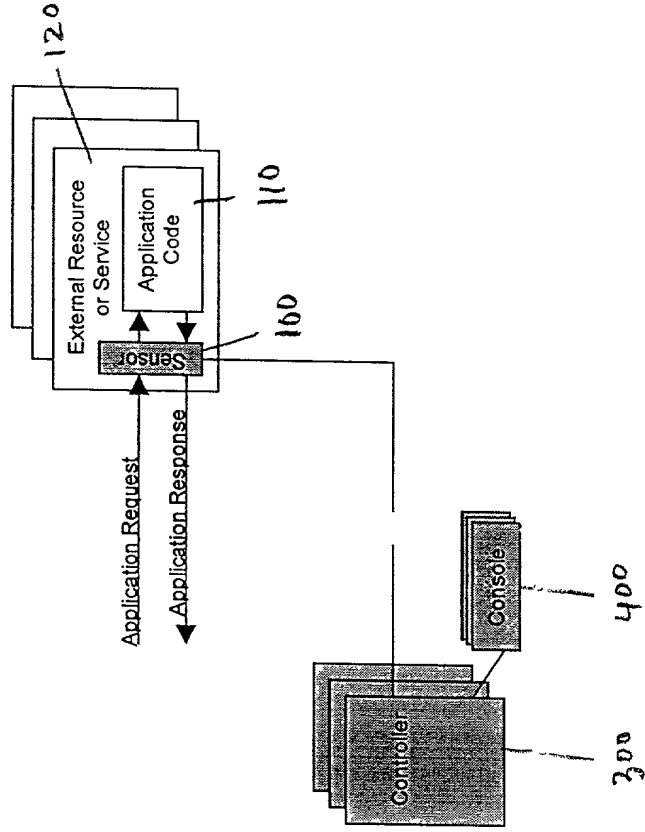


Figure 15.

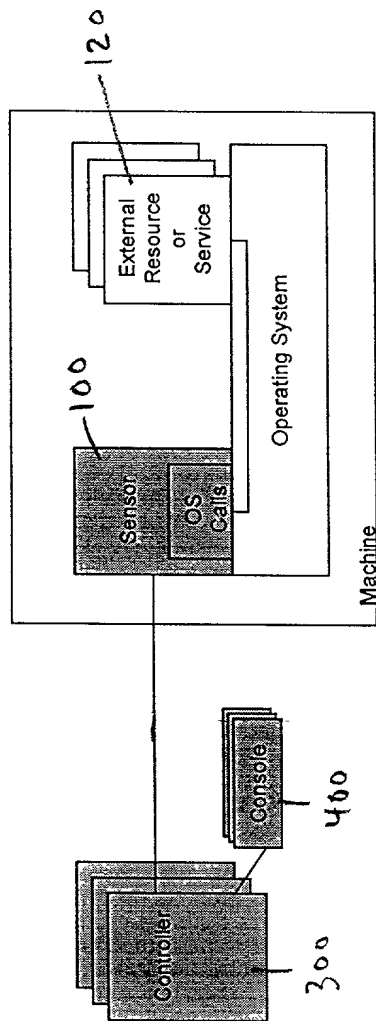


Figure 16.

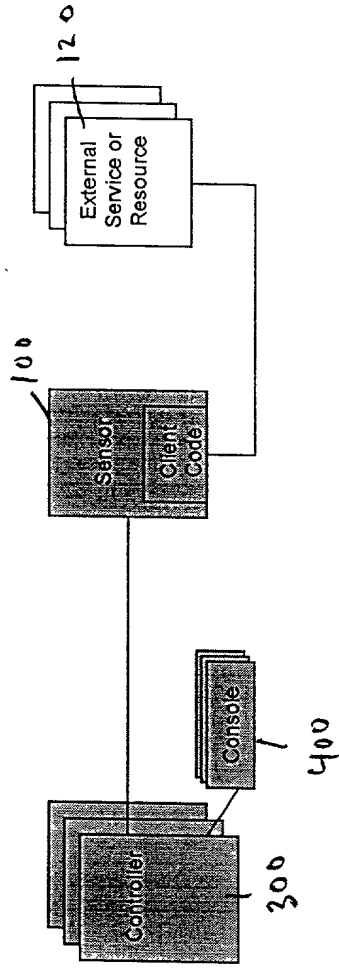


Figure 17.

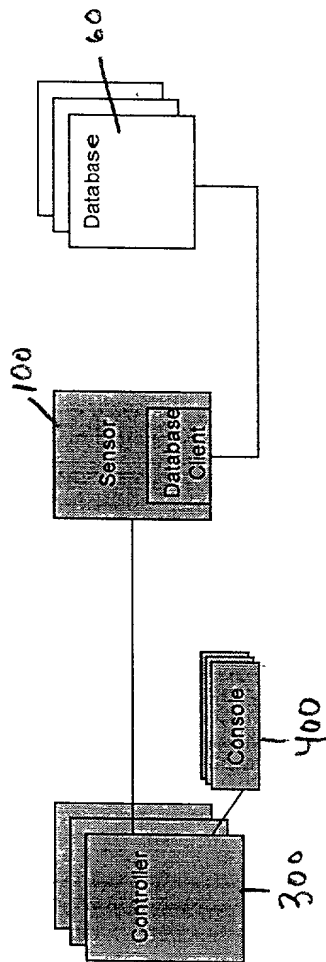


FIG. 18 is a block diagram of a system 100 in accordance with the present invention. The system 100 includes a controller 300, a console 400, a sensor 100, and an external service or resource management interface 200. The controller 300 is connected to the console 400 and the sensor 100. The sensor 100 is connected to the external service or resource management interface 200.

Figure 18.

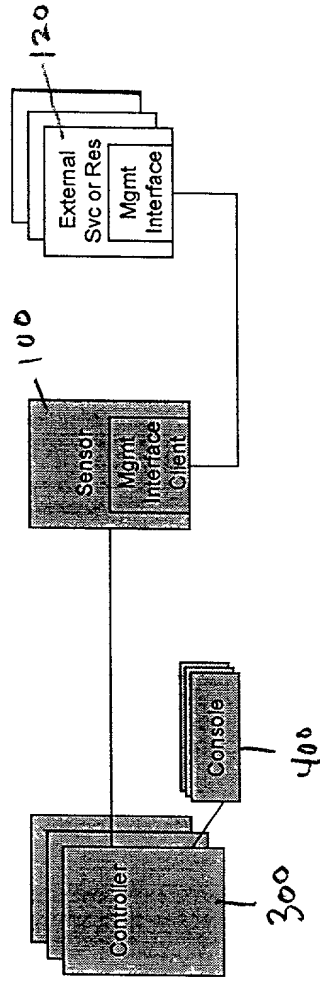


Figure 19.

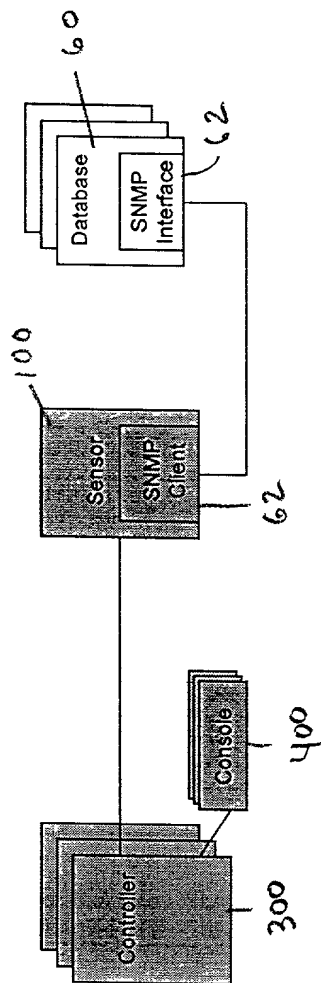


Figure 20.

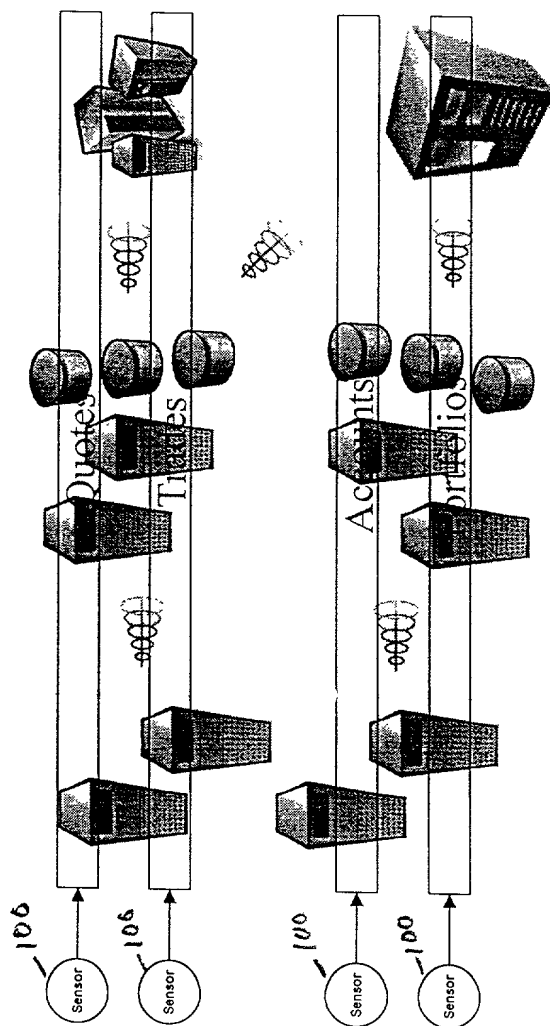


Figure 21.

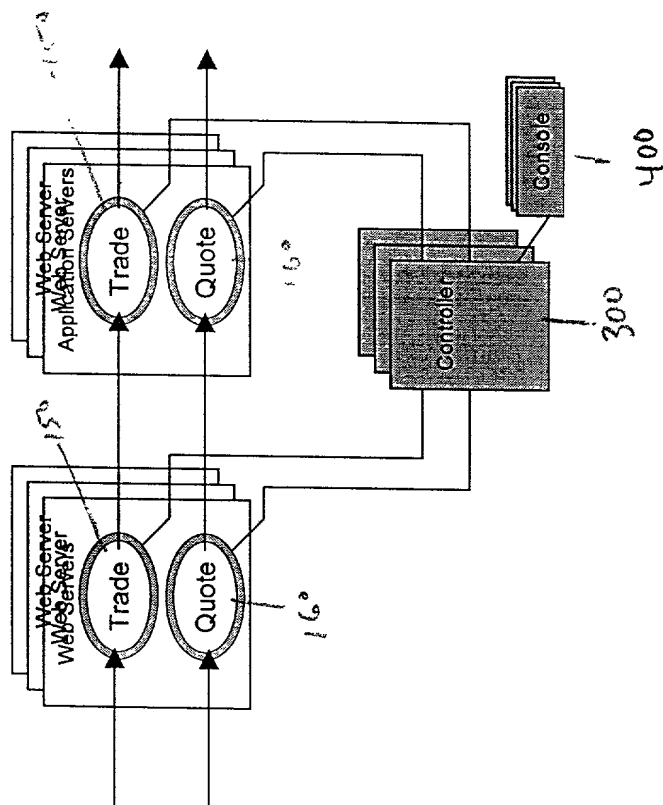


Figure 22.

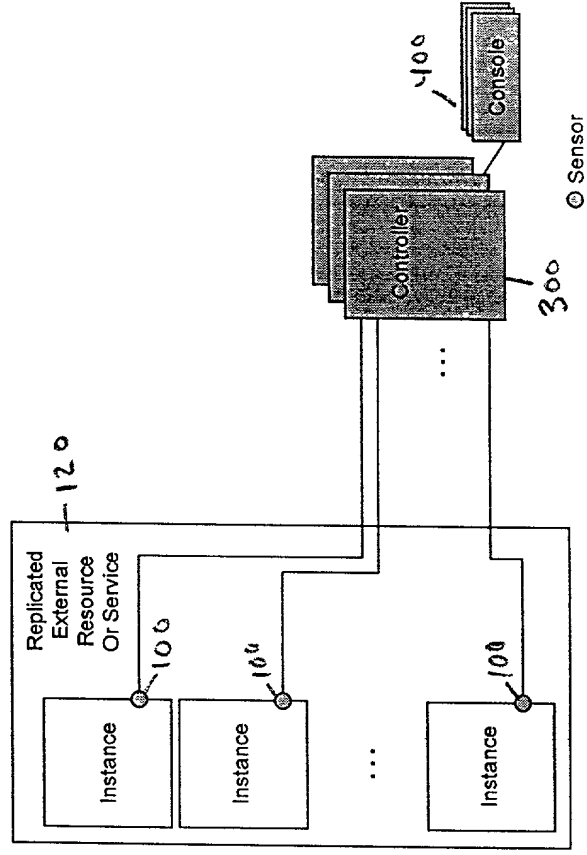


Figure 23.

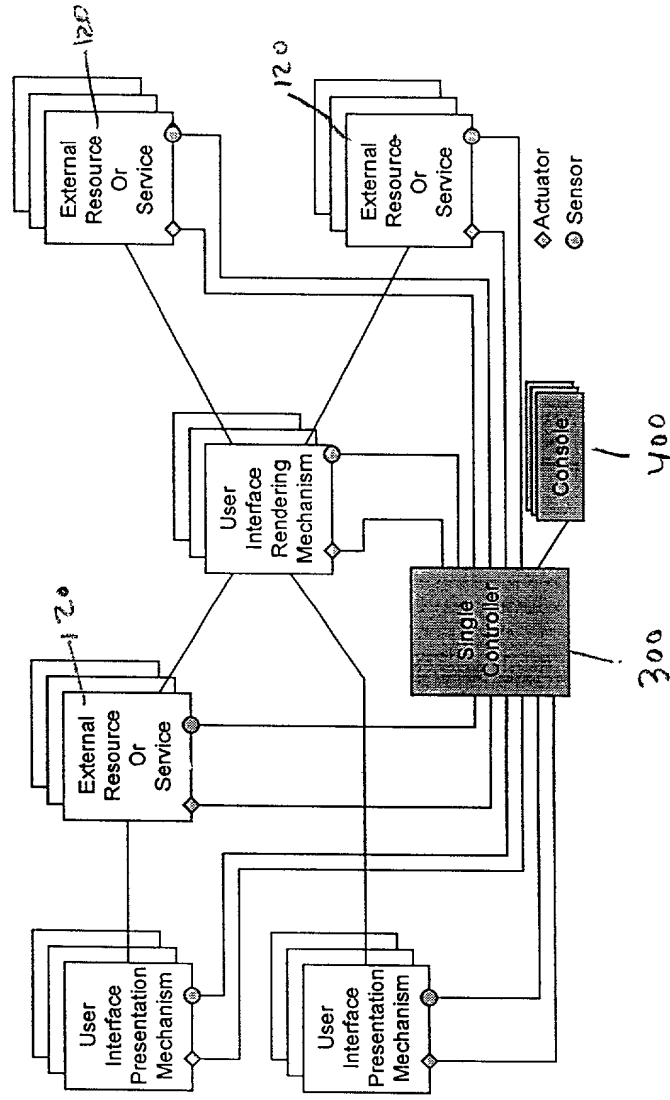


Figure 24.

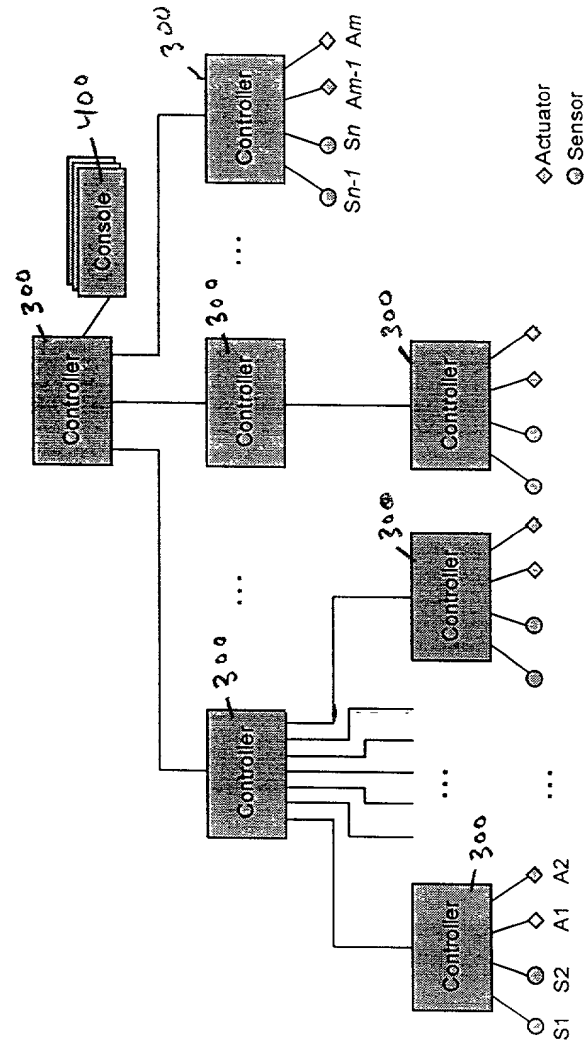
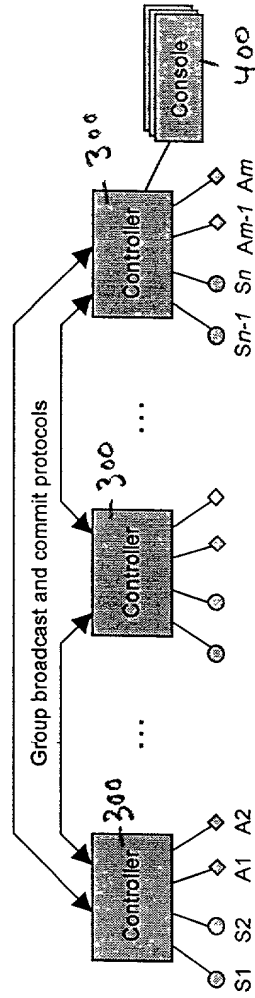


Figure 25.



◇ Actuator
○ Sensor

Figure 26.

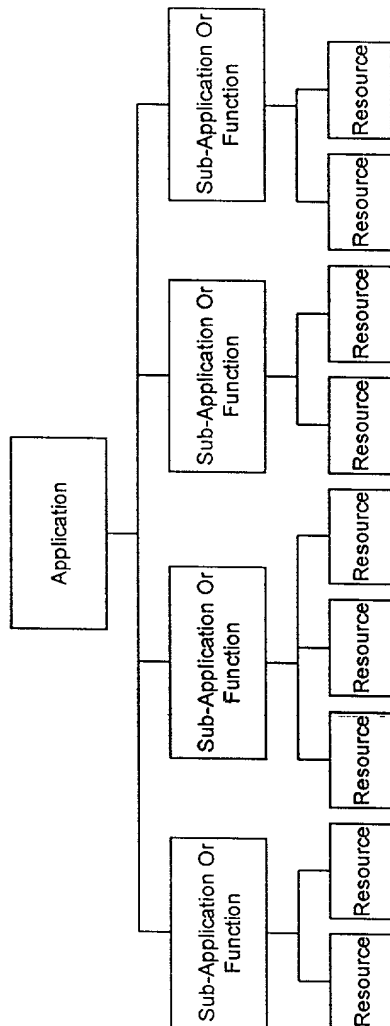


Figure 27.

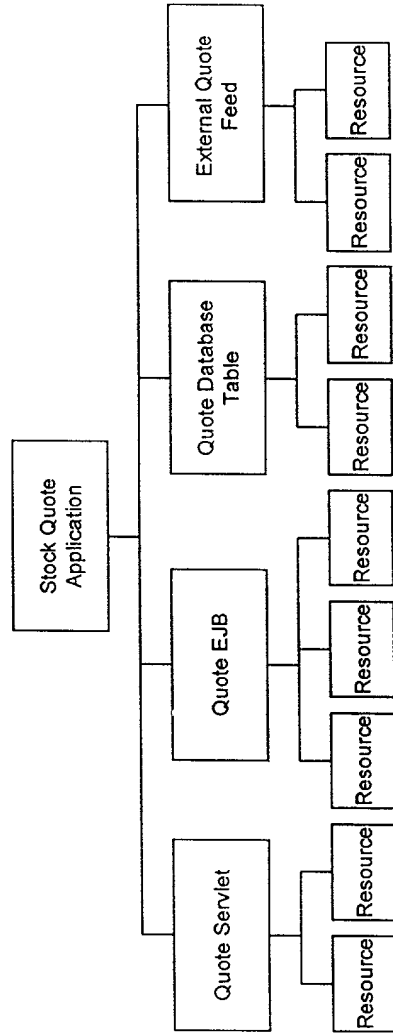


Figure 28.

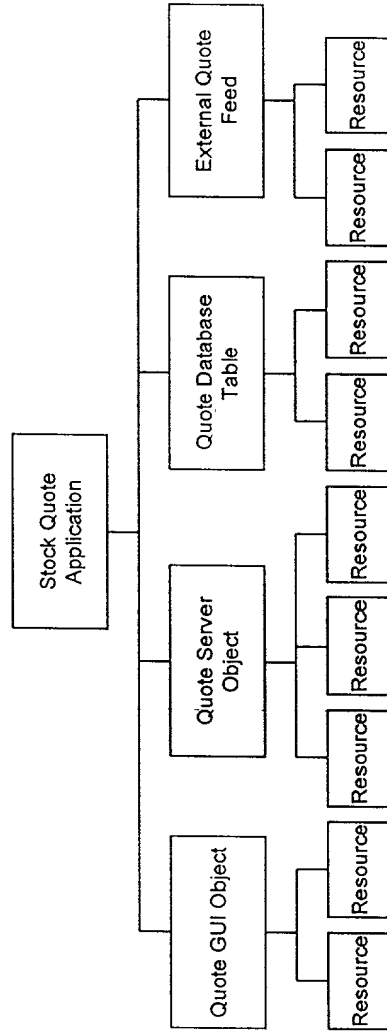
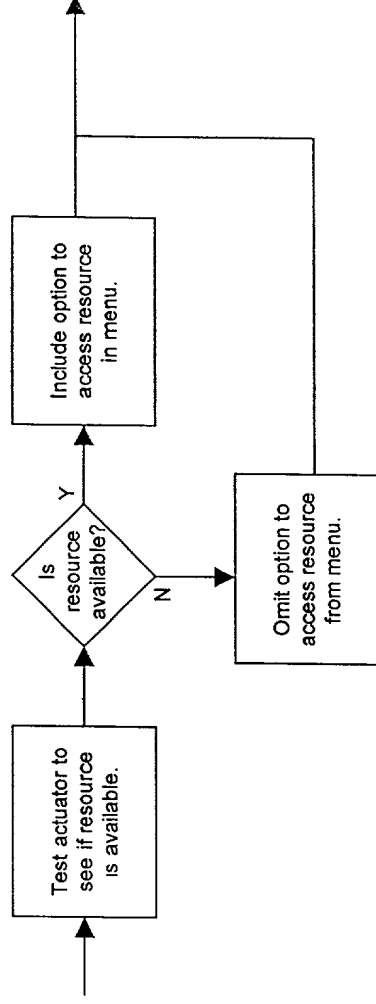


Figure 29.



```
// test to see if resource is available
if (actuator.isResourceAvailable()) {
    // enable appropriate menu item
    resourceMenuItem.setEnabled(true);
} else {
    // disable appropriate menu item
    resourceMenuItem.setEnabled(false);
}
```

Figure 31.

```
' test to see if resource is available
If actuator.isResourceAvailable() Then
    ' enable appropriate menu item
    menuItem.enabled = True
Else
    ' disable appropriate menu item
    menuItem.enabled = False
End If
```

Figure 32.

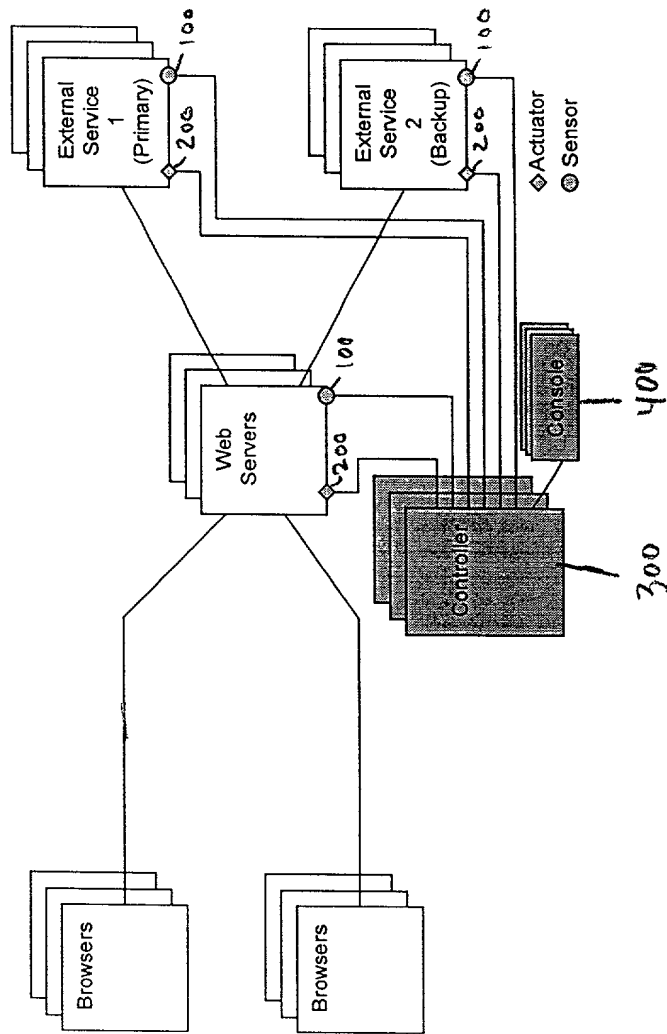


Figure 33.

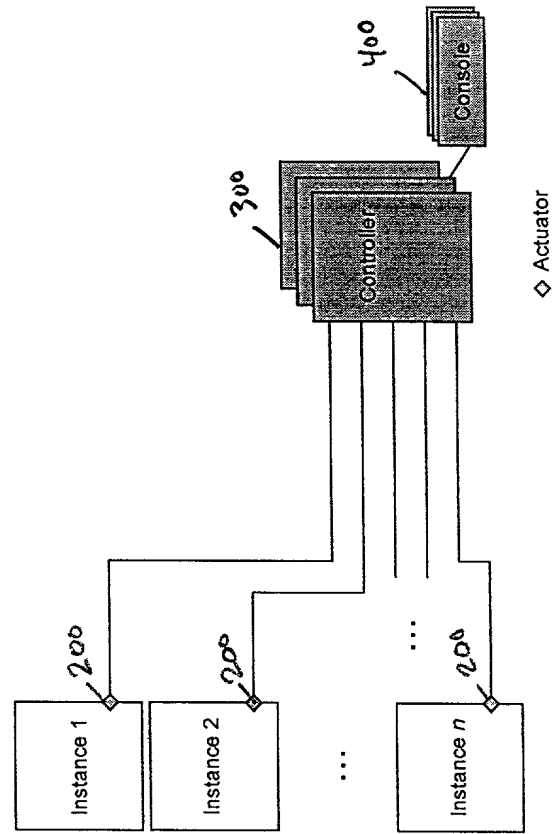


Figure 34.

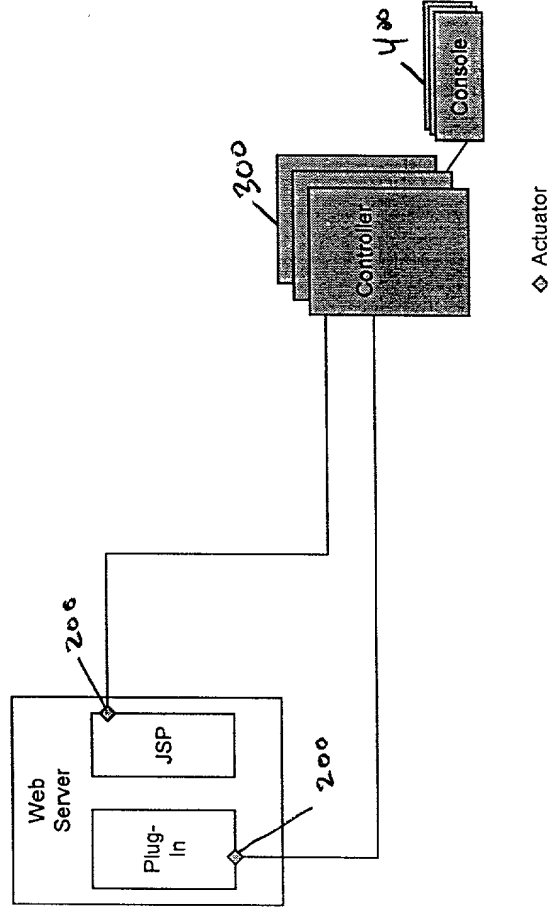


Figure 35.

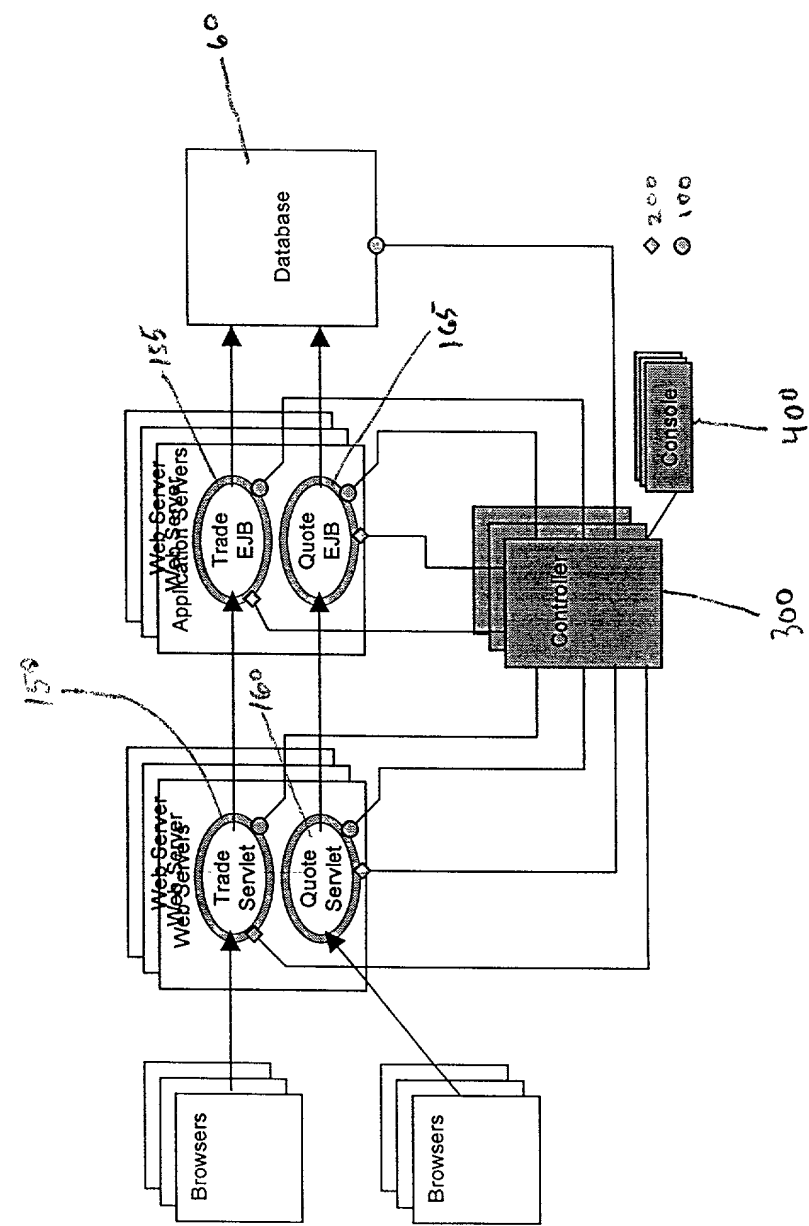


Figure 36.

